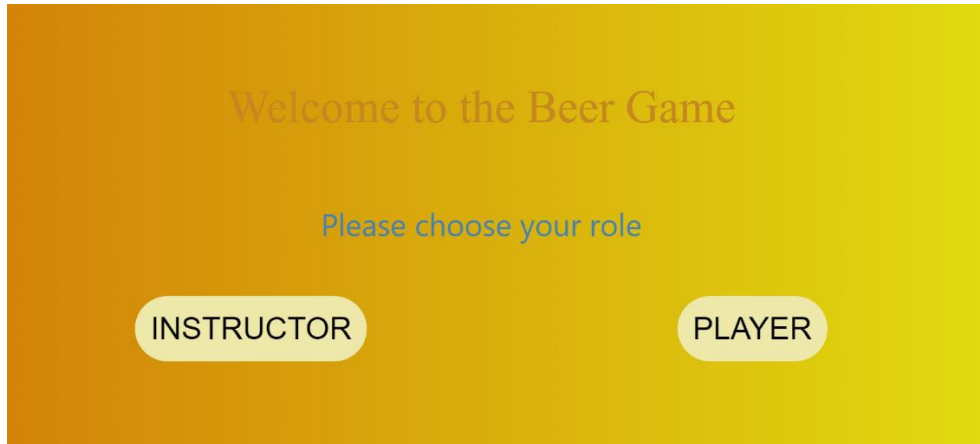


## Documentation:

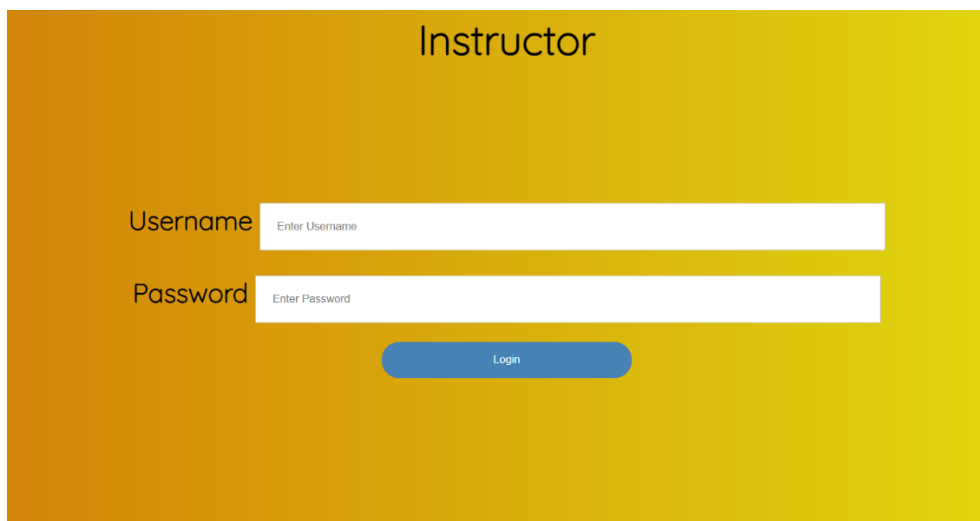
The following text does a brief pictorial documentation of the front-end part of the website.

### Landing Page:



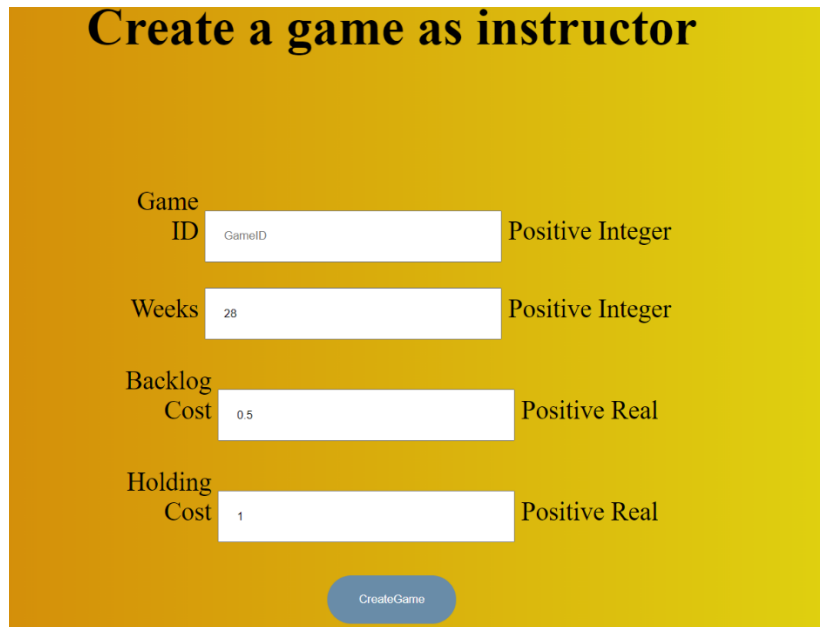
The page where the user will begin. The user can choose between instructor and player and will be redirected to a specific page.

### Instructor Login:

The image shows the instructor login page. It has a yellow background with a gradient. At the top, the word "Instructor" is displayed in a black, sans-serif font. Below this, there are two white input fields. The first field is labeled "Username" in black, sans-serif font, and contains the placeholder text "Enter Username". The second field is labeled "Password" in black, sans-serif font, and contains the placeholder text "Enter Password". Below the input fields, there is a blue, rounded rectangular button labeled "Login" in white, sans-serif font.

The instructor has to login with proper credentials. As the backend has not been implemented yet, any random string of a non-zero length will work.

Game Creation:



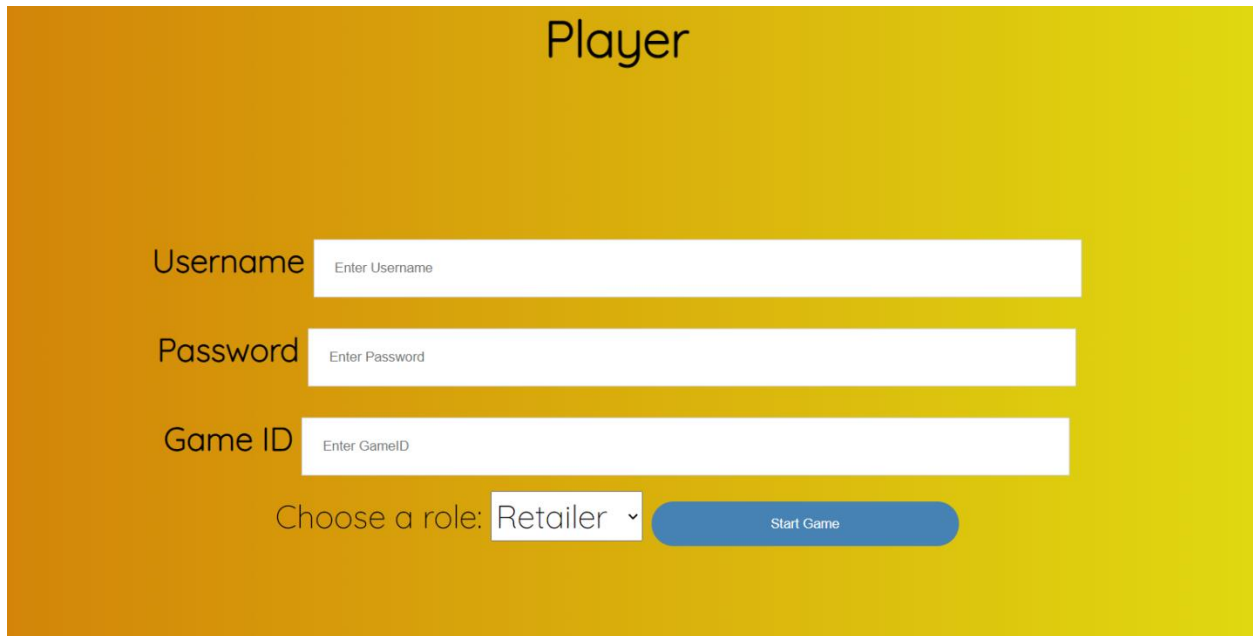
The screenshot shows a web form titled "Create a game as instructor" on a yellow background. The form contains four input fields, each with a label, a value, and a data type specification:

Field Label	Value	Data Type
Game ID	GameID	Positive Integer
Weeks	28	Positive Integer
Backlog Cost	0.5	Positive Real
Holding Cost	1	Positive Real

At the bottom of the form is a blue button labeled "CreateGame".

After the instructor has logged in, the instructor can create a game. The input fields are restricted to valid inputs and they are specified. After the button has been clicked, the backend that is yet to be implemented has to process the data and store it in the database.

Player Login:

A login form titled "Player" with a yellow-to-orange gradient background. It contains three input fields for "Username", "Password", and "Game ID", each with a placeholder text "Enter Username", "Enter Password", and "Enter GameID" respectively. Below these is a dropdown menu labeled "Choose a role:" with "Retailer" selected. A blue "Start Game" button is positioned to the right of the dropdown.

## Player

Username

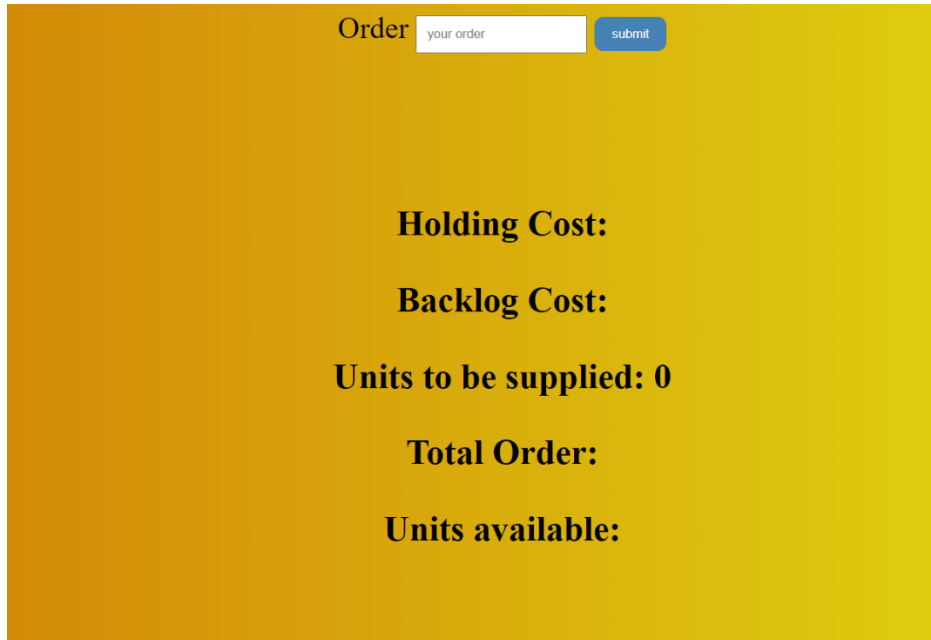
Password

Game ID

Choose a role: Retailer ▾ Start Game

The player has to login with username, password, valid game ID and a role. Then, the player can start the game. When the player logs in they will be automatically sent to the game page they have entered the code for in the previous log in page.

Dummy Game:



Order

**Holding Cost:**

**Backlog Cost:**

**Units to be supplied: 0**

**Total Order:**

**Units available:**

This is just a preview of how the user might interact with the game. The user can order certain units and can see the statistics vary. This is done by simple Javascript code that takes in these values and then calculated the required data.

This page has an input form for the order and JS functions that update values like (Holding costs, backlog...)

Since this page has no working backend either, the units that are to be supplied are generated at random.

When the backend is created then the values have to updated according to orders that are received from other players. And additional information should be added for the player. The additional features should include graphs, information about

the players station, the orders they have received, history of orders and inventory.

## Instructor view

GameID	Total Backlog Units	Backlog Cost	Total Holding Units	Total Holding Cost	Weeks
1	1	20	10	0	0
2	1	3	1.5	50	25
3	1	3	1.5	50	25
4	1	3	1.5	5	25
5	1	3	1.5	7	25
6	1	3	1.5	50	21
7	1	3	1.5	52	24

[Statistics](#)[Settings](#)

This is the page where the instructor can view all the running games with their corresponding data. This page can also be used to see the statistics and change the settings which, for now, are dummy buttons as there is no backend.